

Mario Kart 64

DOUBLE GAME GUIDE +

TWO N64 PLAYING GUIDES IN ONE - AND MORE!



- *Beat every track!*
- *Master every shortcut!*
- *Smash your fastest times!*

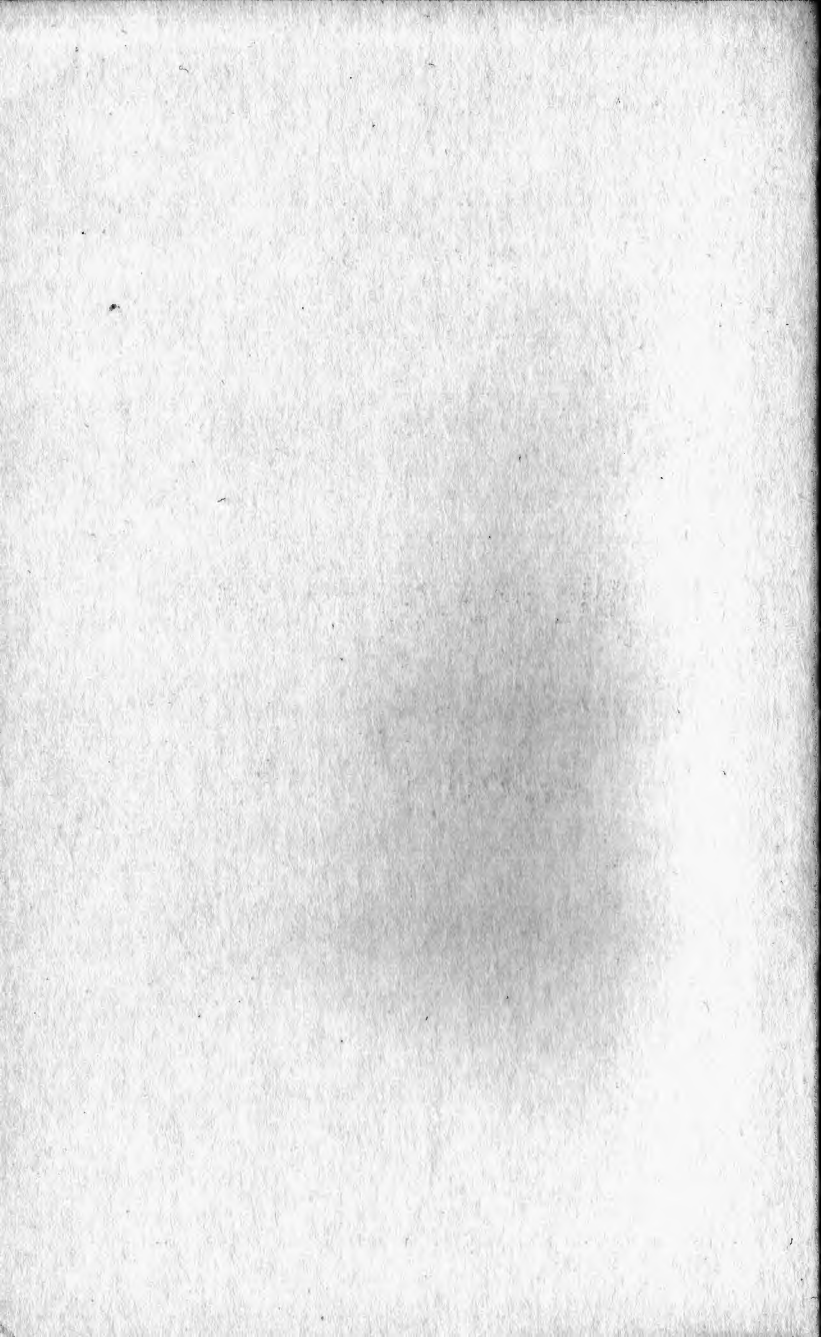
- *Access all levels!*
- *Shoot for the medals!*
- *Find the secret warps!*

Lylat Wars

No. 2



The cream of N64 Magazine's readers' tips and cheats



Contents



Double Game Guide +

Mario Kart 64

and

Lylat Wars

Written by **Jes Bickham**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: MARIO KART 64 AND LYLAT WARS

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Contents

Introduction	6
Mario Kart 64	7
Lylat Wars	35
The cream of N64's reader's tips	62

Hello there!

Welcome to the second of **N64** Magazine's Double Game Guide + guides. While new games come and go for the N64 with increasing (and pleasing) regularity, some of its older titles endure as all-time classics, dominating the sales charts long after their first release. *Mario Kart 64* and *Lylat Wars* are two such titles – we know how great they are because we're still playing them here in the **N64** office. Paul's hoping to win a *Mario Kart* race any day now.

Lylat Wars is a tricky game to get to grips with. Getting to see all the levels can be a challenge in itself, but beating all those medal scores can seem like an impossible task. We're sure our guide, starting on page 35 will help you through, and even seasoned players might find a few new things to amuse themselves.

The Reader's Tips section in **N64** Magazine regularly throws up some gems – the kind of tip that only someone that's been playing a game for weeks might find. Since issue 2, we've had some crackers sent to us. This month's '+' section covers the cream of the crop and gives their authors another chance to bask in the glory of print. Remember, if you find something in a game that you think others ought to know about, use the coupon in the magazine to tell us about it.

Onwards, then.

James Ashton
Deputy Editor, **N64** Magazine

Mario Kart 64



MARIO KART 64

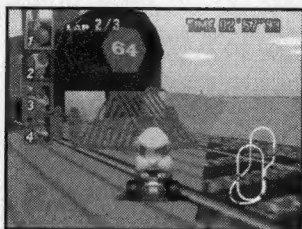
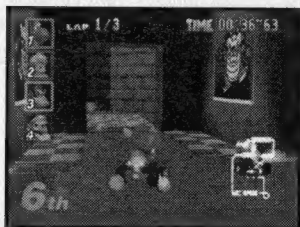
During the early days of the N64, in the middle of the infamous 'games drought' of 1997, if you were to ask any Nintendoid what game they were most looking forward to, the answer would undoubtedly have been *Mario Kart 64*.

Super Mario Kart on the SNES, you see, was one of the most expertly crafted pieces of software ever experienced, with its cartoon power-up racing shenanigans. Indeed, here at **N64** it still rates as one of our all-time-favourite games. Its 64-bit sequel, then, was bound to set pulses racing, and when it did appear, we cheered and hollered. Because it's great: smashing graphics, a fair old turn of speed, new-and-improved power-ups and the most ridiculously entertaining multiplayer mode.



The only downside that hindsight has uncovered is the disappointingly easy single-player game and could-be-better Battle Mode. Still, it's so much fun that we're still playing it more than six months after its initial release.

So then, for all you new-to-N64 karters, we're proud to present our leave-no-stone-unturned guide to everything you could ever need to know about *Mario Kart 64*. Enjoy!



The basics

Complete mastery of *Mario Kart 64's* subtle and comprehensive control system is essential if you are to be successful.

Here's what the buttons do:

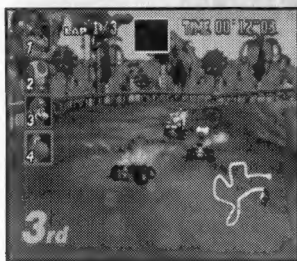
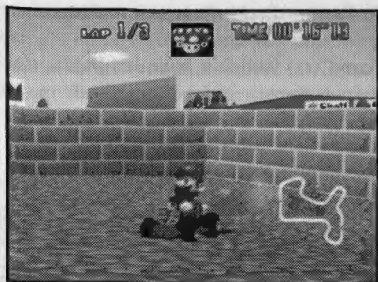
A: Accelerator.

B: Brake (and reverse if you also pull back on the analogue stick).

A+B: Press both of these together while stationary to spin on the spot.

Analogue stick:

Steers you left and right in gradual increments.

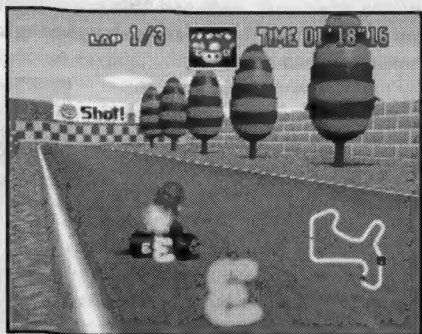


Z trigger:

Activates power-ups, with a few quirks. If you pick up three red or green Shells, pressing Z once puts them in orbit around you, leaving you free to pick up another freebie. Also, if you have a single Shell or Banana, pressing *and* holding Z enables you to trail it behind you to act as a shield, leaving you free, again, to collect another power-up.

R:

Makes your kart hop and powerslide (if held), enabling you to, respectively, jump over gaps or small obstacles and take corners a bit tighter. It can also be used to achieve the Secret Corner Turbo (see 'Tricks of the Trade').



MARIO KART 64

L: Cycles between music on, quiet music or music off.

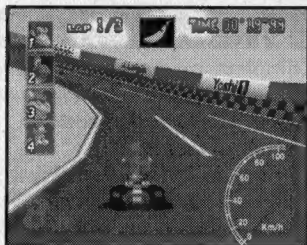
Top-C: Switches between the default camera and a zoomed-out view.

Right-C: Cycles between a) a speedometer, b) a map of the course showing all the racers, and c) a leadership map running around the screen with everybody's placing on it.

Bottom-C:

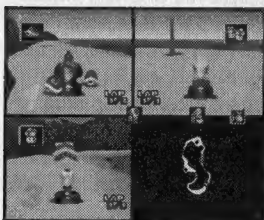
Same as Z trigger.

Start: Pauses the game.



Tricks of the trade

Sneaky tips that are vital to learn.



TURBO START: For an exhaust-flaming speed start, press the accelerator halfway between the second and third lights coming on. If you've crashed into some water, pressing A just before Lakitu releases you elicits much the same effect.

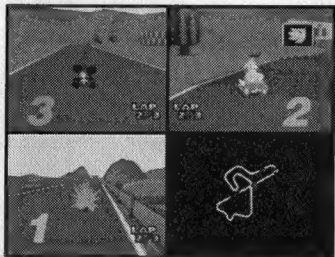
SECRET CORNER TURBO:

This is an absolutely essential skill if

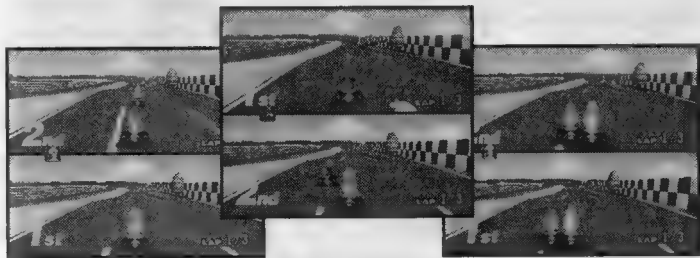
you're after great Time Trials, or are playing against seasoned veterans.

Powerslide into a corner

(by pressing and holding R), the smoke from your tyres form letters, first Vs, then Es. Now waggle the joystick to the opposite direction to which you are turning, and the smoke turns yellow. Move the stick back the other way and the smoke turns red. When this happens, release the shoulder button and you boost out of the corner.



SLIPSTREAMING: An odd quirk, and one that is admittedly only sporadically useful. If you can get up close right behind someone (this is insanely difficult and is best attempted on a straight), you get caught in their slipstream. This is signified by air whooshing off your sides, do this right and you get a boost. You have to be nimble to manoeuvre around them.



BANANA TRICK: You can pull out of a Banana Skin-induced skid by tapping the brake; you wobble, but carry on unharmed (your character whistles if you do it right).

Name your poison

There are eight characters in *Mario Kart 64*, all of whom fall into one of three categories (lightweight, middleweight and heavyweight). Correspondingly, there are subtle differences in the way each character handles. You soon settle on a favourite and become intimately acquainted with their style of racing.

THE LIGHTWEIGHTS: YOSHI, PRINCESS PEACH AND TOAD

Recognisable ostensibly for their superb handling and top-notch acceleration. The downside, unfortunately, is that due to their 'light' nature, they're often barged off the track by everyone else. Still, they're the true racer's



MARIO KART 64

choice – perfect for taking the best racing line and outwitting the opposition with skill and guile.

THE MIDDLEWEIGHTS: MARIO AND LUIGI

To be honest, the two brothers are pretty average in all areas, making them ideal for beginners. Even so, they are still fairly versatile, and adaptable to offensive or defensive play.



THE HEAVYWEIGHTS: BOWSER, DONKEY KONG AND WARIO

The ability to barge everyone off the track plus a superb top speed are the calling cards of these fellas. The payoff is their dreadful acceleration (by the same token, they're slowed down drastically by off-road excursions). If you're a dirty-minded player who doesn't think twice about being a bit physical and offensive in your tactics, then you'll feel right at home here (which may explain Tim and James' penchant for Wario and Donkey Kong, respectively).



Power-ups

One of *Mario Kart 64's* main features is its use of power-ups; these are garnered from the rainbow crystals littered in groups around the tracks, and are allotted randomly. To ensure fairer play and more tactical decisions, what you get is essentially determined by your race position. For instance, if you're lagging behind, there's a greater chance that you'll get a more powerful freebie such as the Lightning Bolt or Spiny's Shell. If you're in the lead, you'll more often than not get a Green Shell or Banana Skin (which can be held behind you for a defensive advantage). So there.



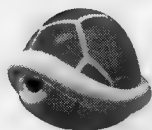
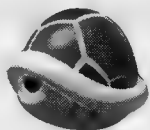
BANANA SKIN: Best dropped after a blind corner, or at the top of a jump, because they send you into spinning skid. They can be thrown ahead of you by pushing forward on the analogue stick.

BUNCH OF BANANAS: These drag behind you in a string of five, and can be scattered one at a time with a press of the Z trigger.



MARIO KART 64

GREEN SHELL: These simply fire in a straight line ahead of you. They circle you once before shooting off, so any other karts in your proximity are hit. They can also be shot behind you by pressing back on the analogue stick.

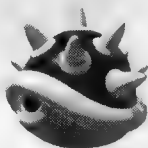


RED SHELL: Works the same way as the Green Shell, but homes in on the nearest kart in front of you. Be careful though; on walled tracks they frequently hit the sides if your target is anything other than directly ahead of you.

TRIPLE SHELLS: Green and Red Shells can also come in groups of three. Pressing Z sets them rotating around your kart, where they act as a shield. They can be fired off as normal.



SPINY SHELL: This speeds off in pursuit of the race leader, taking out anyone in its path as well. Great.

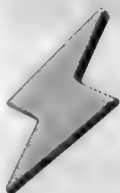


MUSHROOMS: These act as speed boosts and come in one of three types: singly, a group of three and a timed super mushroom that can be used as many times as you like for its duration.

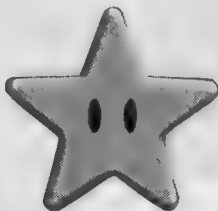
FAKE ITEM: Resembles a normal power up, but can be spotted by the upside down question mark, and clobbers anyone unfortunate enough to run into it. They're best hidden, then, in groups of normal power-ups.



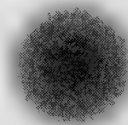
LIGHTNING BOLT: Brilliant. Use it and everyone spins and then shrinks, with appropriate loss of speed; you can then squash your opponent by running them over.



SUPER STAR: For a short period this makes you invincible with improved handling and speed. As an added bonus, anyone who hits you spins out of control.



BOO: Renders you invincible and invisible, and also nicks a power-up off your nearest opponent (providing they have one).



The tracks

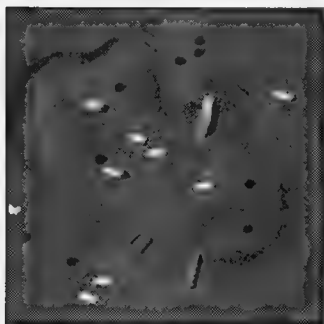
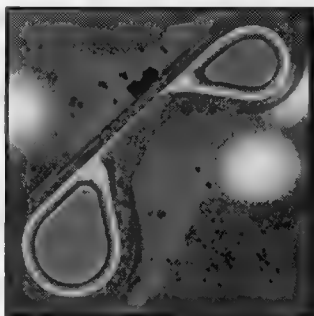
Mario Kart 64's 16 tracks run the gamut of every possible quirk and motif you can think of, from the simple track design of Luigi Raceway to the gothic splendour of Bowser's Castle. Here's a potted rundown of them all.



MARIO KART 64

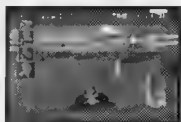
LUIGI RACEWAY

A basic B-shaped course, Luigi Raceway is nonetheless deceptively simple. You need to squeeze as many corner turbos as you can out of each bend to stay ahead. On the second and third laps, a hot air balloon descends ahead of the power-ups in front of the first bend. It carries a Spiny Shell that can be reached with a well-timed hop.



MOO MOO FARM

A simple, if bumpy, dirt track, notable mainly for the gophers that pop up in several places to make life a misery. Banana deployment by the gopher holes is essential if you are to clobber the opposition.



KOOPER TROOPA BEACH

A smashing sandy course, notable for two short cuts. The first is a path through the sea to the right of the arch; the second is up the ramp and through the hole in the rock face. A Mushroom or Super Star helps here, but if you're centrally lined up with the jump and are at top speed, a hop at the peak should be enough to see you over. The huge rock by the palm trees (accessible via a huge ramp) has a Spiny Shell on top.



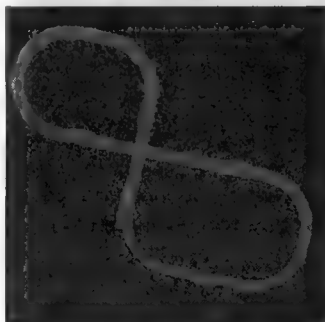
KALIMARI DESERT

A long and largely featureless course whose excitement is provided by a train that intersects the road in a couple of places.



TOAD'S TURNPIKE

A hectic race through a traffic-filled highway. The power-ups are tucked away in laybys: memorise where they are if you want them, otherwise, as tricky as it may be, try and powerslide round the corners to gain an edge.

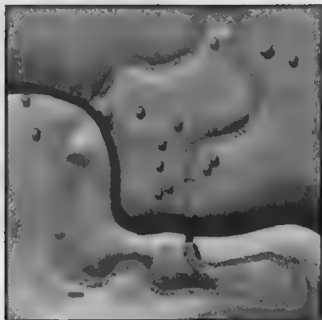


line through. Always take this, because weaving in and out usually ends in disaster.



FRAPPE SNOWLAND

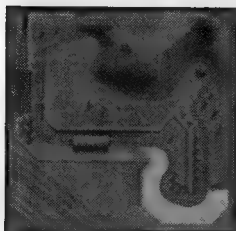
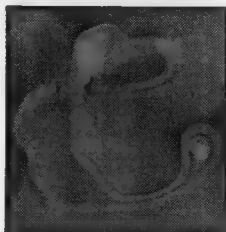
Another deceptively simple course whose myriad bends allow for plenty of powersliding. Mind the snowmen – they explode. Towards the end of the track there's a minefield of snowmen around a giant snow-Mario; there's a direct



MARIO KART 64

CHOCO MOUNTAIN

A bit brown and bare, the steep walls of this course frequently stop you dead if you hit them. Watch out for the falling boulders; just beyond these it's possible to fall back down onto an earlier part of the track (although there's a handy guard-rail on Time Trial and 50cc modes).

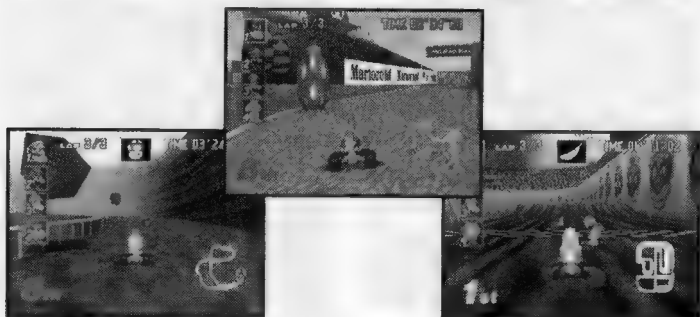


MARIO RACEWAY

A fantastic speedway optimised for ultimate racing potential, and the setting for **N64** Magazine's now-legendary Championship competition (well done, Tom Pepin!). The sharp corners call for precise powersliding and it's possible to cut across the final grass and sand verges with the help of a Super Star, or a Mushroom or two.

WARIO STADIUM

An incredibly long but exciting course, with bumps aplenty and the most fantastically huge jump near the end. If you've got a lightning bolt it's worth keeping an eye on the opposition, because it's possible to send them flying down to an earlier part of the track if you activate it just as they reach the top of the jump.



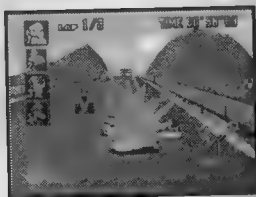


SHERBET LAND

A slippery, slidy ice world that only expert drivers triumph on; power-ups don't come into it. Fall into the water and you freeze into a lump of ice. It's possible to hop over the water on the tight corners to save valuable milliseconds, also, watch out for the penguins. You waste less time by hitting the walls in the cave rather than the big blue birds, because they send you spinning.

ROYAL RACEWAY

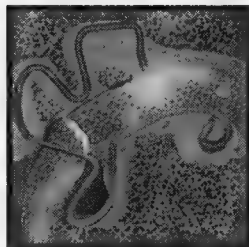
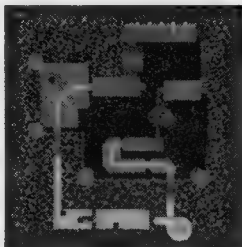
Another great tarmac-based course with plenty of power-sliddable corners, there's also a brilliantly gargantuan jump that you can save your lightning bolts for. It's even possible to go off-road and visit the princess' castle, as seen in *Super Mario 64*. Watch out for the wiggly bit at the end, too.



MARIO KART 64

BOWSER'S CASTLE

Graphically brilliant and correspondingly difficult, with a multitude of right-angled corners. Memorise the positions and movement patterns of the Thwomps so that you can whip between them effortlessly. Banana Skins dropped on the spiral incline are always a winner.



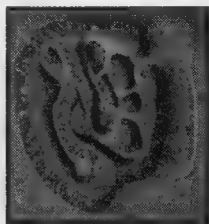
DONKEY KONG'S JUNGLE PARKWAY

A smashing, rapid dirt track through a jungle. Try not to go off-road because unseen natives in the woods hurl nuts at you, which knock you back on to the track. When you go over the jump, steer left as you leave the bridge to ensure that you land as far down the track as possible.

In the cave, you can save time by heading up the incline rather than following the track.

YOSHI VALLEY

A cracking, convoluted ridge-top course with a myriad of routes to take. The quickest one is: go right as you enter the valley proper, then take a left which carries you over the bridge onto a pass infested with spinies (try not to hit them). Turn sharp left after the jump and it's plain sailing from there on. Just mind the huge Yoshi egg – it moves slowly left and right.



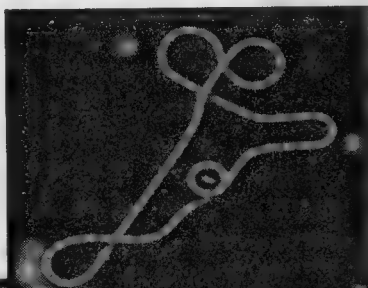
BANSHEE BROADWALK

A terrifically gloomy, haunted racetrack, based around a rickety wooden pier, boardwalk. The guard-rail is missing in some places, so be careful. The bats in the castle slow you down too, so avoid them wherever possible. It's possible to hop over the left edge of the hole in the castle floor (to the right of the pillar) to shave a valuable couple of seconds off your time.



RAINBOW ROAD

The one sour note in *Mario Kart 64*'s plethora of superlative courses, Rainbow Road is eyewateringly dazzling to behold, but is far too long to remain interesting. The guard-rails negate any potential excitement, so it's just a case of driving straight round.



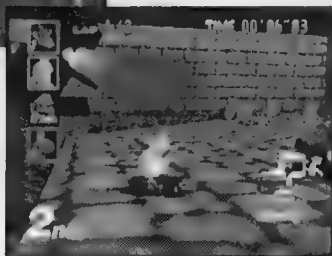
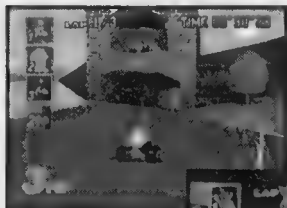
The game modes

There are four modes of play – Grand Prix, Versus, Battle and Time Trial. Here's how they work and what we think of them.

GRAND PRIX

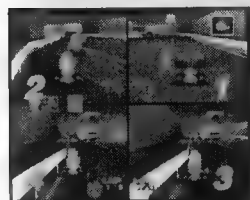
Essentially a single-player game (although a friend can join in), this is a series of three lap races divided into four cups, each consisting of four tracks. You need to come fourth or better in each race to qualify for the next race, and points are awarded accordingly so that at the end of the cup you're awarded gold, silver, bronze or nothing at all. The cups can be attempted in any order, and you can play as either 50, 100 or 150cc, with speed and CPU skill varying accordingly.

It's great fun, if too easy; battling it out with the other characters can be incredibly tense because power-ups fly, and the computer cheats a bit to make sure you always have some competition.



VERSUS

Basically, you and up to three chums (four of you altogether) race around any track you



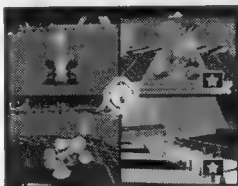
like. Any characters that remain unchosen are turned into little wheeled bombs that conspire to make life a misery.

With four players, *Mario Kart 64* is about the most fun it's possible to have. Humans are far more wily than a computer, after all, and the ever-present power-ups add a fantastically evil edge. Being lightning-bolted by a friend makes it personal. Fantastic.



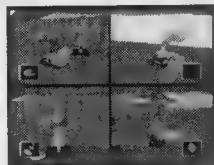
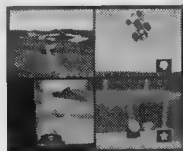
BATTLE MODE

You and up to three friends, again, can battle it out in one of four specially designed arenas. Each player has three balloons attached to their kart; the



aim is to pop your opponents balloons with power-ups. Once all your balloons are gone, you're out (although if you've got more than two people playing, you turn into a wheelie bomb once you're dead).

This is only really entertaining with four players because the open-plan arenas are too big for an involved game otherwise. Block fort, with its three tiered arrangement, is by far the best course.



MARIO KART 64

TIME TRIAL

Simple. Choose a character and a track: the aim is to complete three tracks as quickly as possible. You're given three mushrooms to do with as you see fit.

This is driving in its purest form and, once you've started to rack up decent times, it becomes insanely addictive as you try to shave that elusive millisecond off. Great stuff.

Tip: After driving a Time Trial race without crashing, attempt the course again and you can race a 'ghost' of yourself in your previous attempt. Crack certain times on certain tracks and you can also unlock ghosts of CPU-controlled characters. Here are the tracks and the times you need:

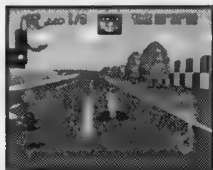
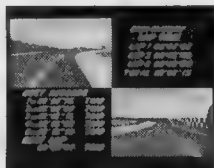
Luigi Raceway - 02'10"

Mario Raceway - 01'47"

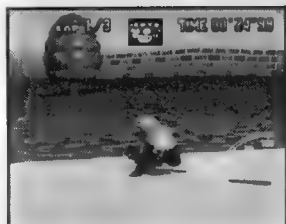
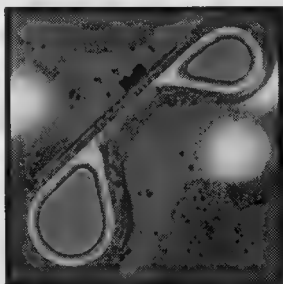
Royal Raceway - 03'15"

Shortcuts

We've uncovered plenty of shortcuts; some are obviously cunningly included by Nintendo for the wiliest among us to discover. Others appear to be glitches and bugs that have fortuitous effects. All of them, however, almost certainly infuriate any of your friends who believed they were going to win a race through skill alone. Read on, then, you cheating rascals. Heh heh.

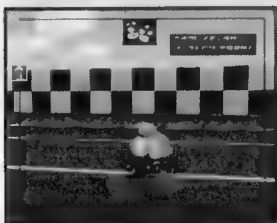
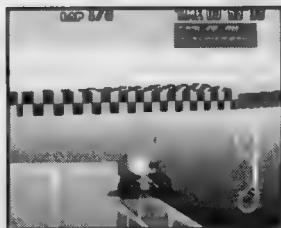


LUIGI RACEWAY - THE ITALIAN BOUNCE



1) As you leave the tunnel, aim just to the right of where the grey wall and the right wall intersect.

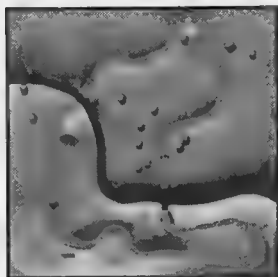
2) Activate a Mushroom just as you leave the track, still steering left, and press jump just before you hit the (brick) wall.



3) You should hit the brick wall and bounce over the grey one, landing just behind the finishing line.

Difficulty: 4/5

FRAPPE SNOWLAND - COLD COFFEE CUT



1) As soon as the blue light comes on, turn 180 degrees and go back across the bridge. Once you're over the bridge, turn back again.

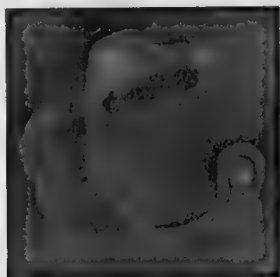
2) Head back towards the starting line, but before you leave the bridge, steer right and jump on to the snowbank *without* touching the road.



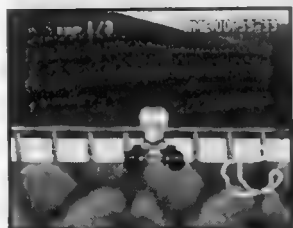
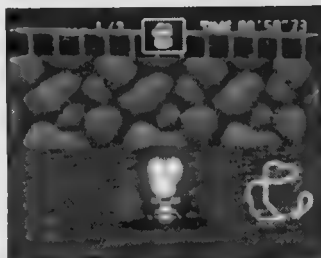
3) Race past the starting line, then turn right and drive out as far as you can. Lakitu puts you back behind the line. Simply drive over the finishing line and the N64 registers a lap. Hurrah!

Difficulty: 2/5

**CHOCO MOUNTAIN - COCOA
CLADDING CLASH**



1) From here, head through the tunnel and over the first bump. Drive a little further, approaching the end of the brick wall.



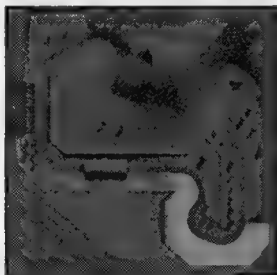
2) Turn 90 degrees to face the wall, use a mushroom and jump just before you hit the wall.



3) If you're successful, you jump onto the higher part of the track that leads round to the finishing line.

Difficulty: 4/5

MARIO RACEWAY - MARIO'S MIDAIR MIRACLE



1) Go up the slope of the fourth corner (the one before the hairpin bend around the giant mushroom), and, at the highest point, turn directly back on yourself, aiming for the point just to the right of where the two walls intersect.

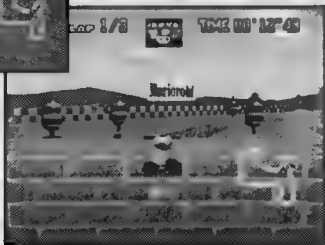
2) Activate a Mushroom and jump just as you reach the edge of the track.



3) With super-human skill and the grace of God, over the wall you sail, landing to the left of the green pipe, having cut out half of the track.



Difficulty: 5/5



WARIO STADIUM - WARIO'S WALL WHIPLASH

1) You need a perfect start (or to be going at least 50mph). Head toward the first hump, turning left, and hit the wall head on at the top, jumping at the same time. You should sail over the wall and cut out loads of the course.

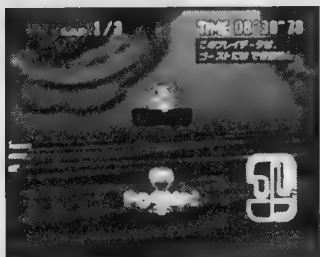


2) There's another shortcut that's much harder. Once you're on the other side of the wall, turn left until you see the red arrows on the wall, and aim for the point just behind the finishing line. Hit the wall at high speed, head on, and jump just prior to contact. Luck should see you land by the finishing line

for a ridiculously short lap time. There are other shortcuts like this at other points around the track; see if you can find them.



Difficulty: 4/5





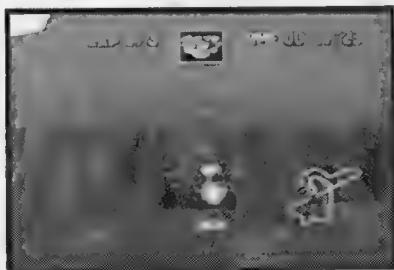
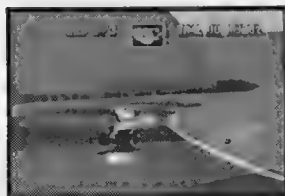
ROYAL RACEWAY - THE SILVER SPOON SPLASHDOWN

1) Just after the third corner (the hairpin bend, you can't miss it) steer left and head toward the water.

2) Aim for the right-hand side of the opposite bank, activate a mushroom, and jump just before you reach the edge.

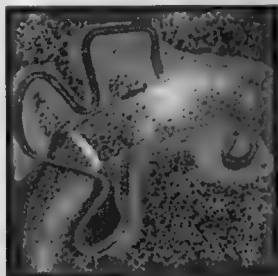
3) You should hit the wall ('Poomp' is written in the air if you do it correctly) and fall into the water. Lakitu fishes you out and places you at the top of the huge ramp.

Difficulty: 3/5

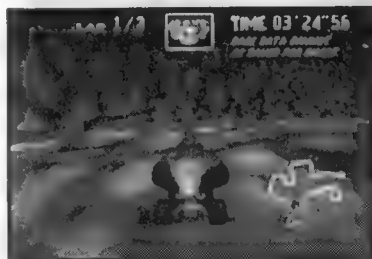


DK'S JUNGLE PARKWAY - APE CAVE TARDIS

1) Reverse from the start into the cave, about half way down the slope. Turn around and aim to hit the exact point where the outside cave wall joins the cave ceiling.



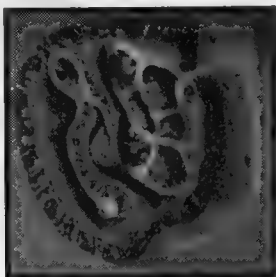
2) Accelerate towards this point, jumping as you make contact. You should fall through the wall into null space, eventually landing in a black puddle.



3) Lakitu places you back in the cave; drive over the finishing line and the N64 registers a lap.

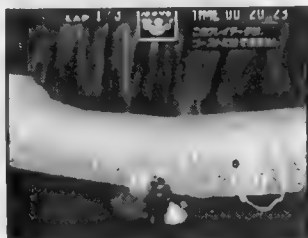
Difficulty: 5/5

YOSHI VALLEY - LIZARD LEDGE LEAP



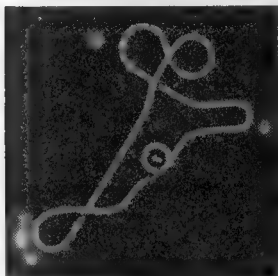
1) Take the shortest route. Just after the jump (after the spinies), go left toward the hairpin, which you can see almost connects with itself.

2) Turn sharp left and then jump at the edge.



3) Keep turning in the air and take your finger off the accelerator. You should hit the other side; you may have to steer heavily and brake on the other side to avoid shooting straight off into the valley.

Difficulty: 3/5



RAINBOW ROAD - SPACEBORNE SUICIDE

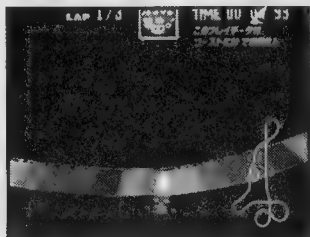
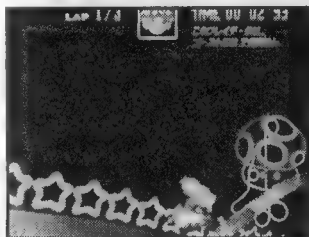
1) Get a perfect start or turbo across the start line.

2) As your kart starts to leave the track on the downhill slope, turn sharply left and hop over the guard-rail into space,

3) From here you should plummet down to a lower section of the track, and you

have cut out a quarter of the track.

Difficulty: 3/5



LYLAT WARS

LYLAT WARS

Lylat Wars



LYLAT WARS

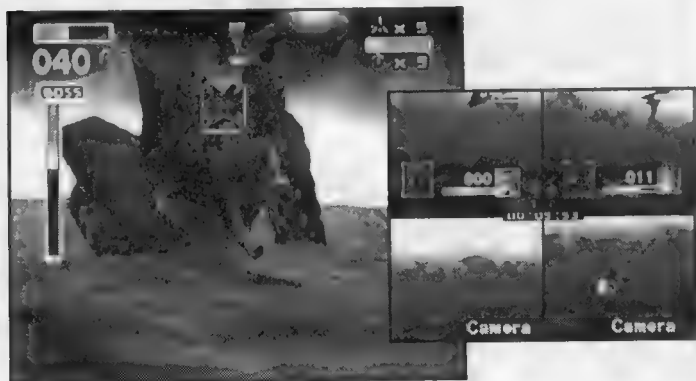
Undoubtedly one of the Nintendo 64's finest games yet, *Lylat Wars* is a further affirmation of Shigeru Miyamoto's game creation genius (or 'Shigs', as he's known to us).

It's a graphically sublime, action-packed, space shoot-'em-up of the highest order; filled to bursting point with legions of diverse alien baddies. The Katina level, for example, is a breathtaking homage to *Independence Day*, with literally hundreds of ships all dogfighting independently. Quite stupendous. Add to



all this a plot that evolves as you play (the decisions you make in the game determine where you go next, rather than selecting levels manually), and legions of cut scenes that flow smoothly from the in-game action to create a seamless non-stop narrative, and you have something that approaches being a film as well as a game.

So strap yourselves in and prepare to become the galaxy's Number One hero. We're all counting on you!



Control goal

You mainly use your Arwing throughout *Lylat Wars*, but there are a couple of levels that enable you to use two more vehicles – the Landmaster tank and Blue Marine sub. Here's what the controls do, along with a few hints and tips.

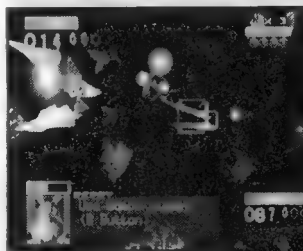
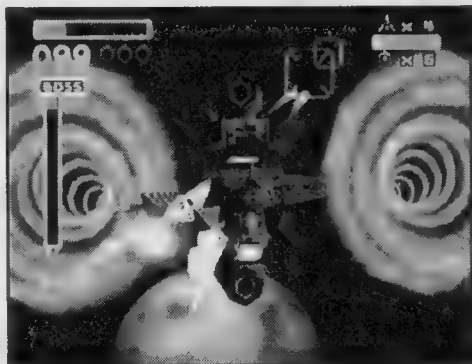
ARWING

A rather natty high-performance space fighter.

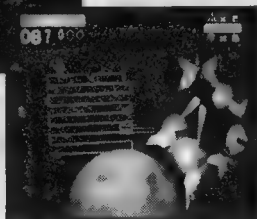
Analogue stick:

Steers your plane (in a plane-worthy fashion – pushing down makes you go up). Pressing down and Left-C loops the loop. In the 360 degree levels,

pushing down and Bottom-C enables you to half roll and loop, sending you back in the opposite direction. These are both essential tactical requirements – you need to practice them heartily.



A: Fires your guns. Holding down powers-up a homing shot; keep it held down and pass the sights over an enemy for a lock-on. This is probably your single greatest asset in *Lylat Wars*.



B: Fires a spectacular Nova Bomb, that can also be locked on to an enemy using A. Pressing B a second time detonates the bomb manually.

LYLAT WARS

Z and R: Enable you to bank, and thus turn in a sharper fashion. A double tap allows you to barrel roll, which deflects enemy fire.

Left-C: Accelerates for a short period.

Top-C: Swaps between normal and cockpit views, or normal and zoomed-out views on the dogfight levels.

Bottom-C: Air brakes for a short period.

Right-C: Answers radio calls from 'Rob' aboard the Great Fox. If you answer in time (it's signified by a flashing C-Button icon at the top of the screen), he drops a power-up box for you to shoot and pick up.



LANDMASTER

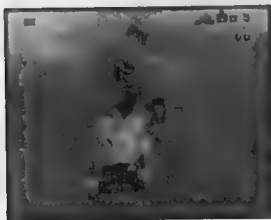
A fantastic ground-attack tank, that comes into play on Titania and Macbeth.

Analogue stick: Directs your tank and aims the gun.

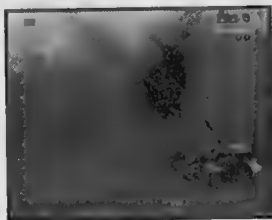
A: Fires the gun, and can power-up and lock-on in the same fashion as the Arwing.

B: Fires a bomb, same as the Arwing.

Z and R: Rolls the tank evasively in an amusing manner. Press both together to take off in a short-range jump.



C Pad: Exactly the same as the Arwing, except there's no view-swapping via Top-C.



BLUE MARINE

A submarine that comes into play on the polluted water world of Aquas.

All controls are the same as the Arwing, except B fires an auto lock-on torpedo/flare that, handily, has unlimited ammo.

Power-ups

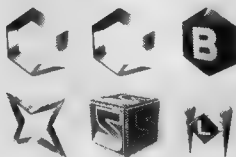
There are several power ups in the game, and here's what they do.

Silver Ring: Refills your power bar a bit if you've been damaged.

Gold Ring: Also refills your power bar, but if you collect three and it extends it, enabling you to take more damage. Collect another three and you get an extra life.

Silver Star: Equivalent to three Silver Rings.

Bomb: An extra, er, bomb (you start off with three).



Power-up Crate: What you get if you answer Rob's radio call. Shoot it to reveal a power-up.

Laser Upgrade: Your lasers are boosted through a couple of power stages with these (that is, collect them once for one upgrade, then again for another).



LYLAT WARS

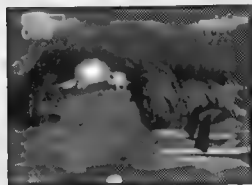
Wing Repair: If you've taken a lot of damage, you may lose one or both wings, and thus any laser upgrades you've garnered. Collect this to get 'em back.

How the game works



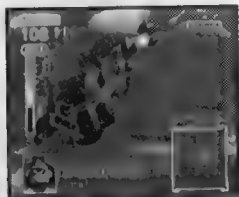
Lylat Wars consists of 16 levels (plus two secret warps). You can't manually choose which level to go to, instead, what you do in the game determines where you go next.

For example, if you just fly through Corneria to the end, you then go to Meteo. However, if you save Falco from being shot down and then fly through all the arches over the water, you take a different route that leads you to Sector Y.



Also, by achieving a certain number of 'hits' on a given level (and keeping all your wingmen alive), you earn a medal. Get medals on all the levels and you open up the super-hard Expert Mode. Earn a medal on Venom 2 on the normal game and you can use

the Landmaster tank in the multiplayer game. Earn a medal on Venom 2 in Expert Mode and you can use Fox, Slippy, Peppy and Falco running around on foot with bazookas in the multiplayer mode.



Here, then, is a level-by-level guide to the whole game, with tips on how to beat the bosses, get the medals and finally vanquish the evil Andross forever.



BIG HITS

But first, here's how to optimise your number of hits. You know that you can power-up your laser by keeping A held; you soon discover that your enemies tend to attack in groups, and by locking-on to the middle baddie you can take his chums out as well (as the homing shot has a blast radius).

Now, if you do this and get, say four villains (the target ship and his three chums), you not only get four points for vanquishing them all, but you get an extra +3 hits for the three ships you took out with the blast radius. *Comprende?*



Thus, it's important to keep your laser powered-up at all times, to ensure maximum hittage. You *won't* get the extra hits if you use a homed-up Nova Bomb.

You can also earn extra hits for inanimate targets on some levels; for example, the asteroids on *Meteo* and boulders on *Macbeth*. You may also be able to gain extra points for completing a level super-quickly.



LYLAT WARS

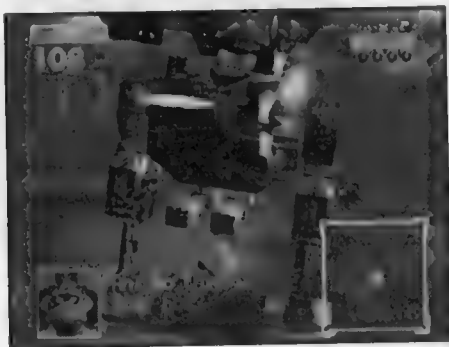


CORNERIA

Medal conditions: 150 hits

Flying under arches and between buildings may cause extra baddies to appear, which is certainly handy for extra hits. The huge red robots that hide in the wings pushing boulders over are worth five hits each; get 'em whenever you can.

There are two paths out of Corneria. Getting the 'easy' boss takes you to Meteo. Saving Falco and flying through all the arches over the water gets you to Sector Y.



GRANGA (Easy boss): And he is easy. Simply shoot his legs so he falls over, then blast the green block on his back to destroy him. Flying through his legs and looping back through (without hitting him) gets you an extra life in the form of an Arwing in the air. Shooting each leg a couple of times gets you Nova Bombs and Silver Rings.

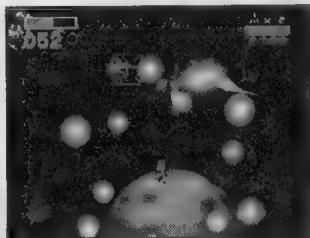
ATTACK CARRIER (Hard boss): Just shoot each weapons arm as it opens up to fire missiles. Once these are gone, he retreats and then attacks again with a plasma cannon. It's simple to shoot him before he makes it back to you.



METEO

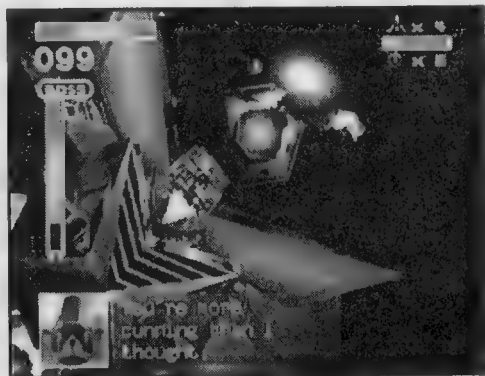
Medal conditions: 200 hits

Shoot as many of the brown asteroids as you can because they earn you points. Fly through the rings of grey rocks for power-ups. The web spinners all pass through the same spot, so line the first one up and finishing the others off is no problem at all. The rings of ships you encounter are worth six hits each if you get 'em with a homing shot.



WARP TO KATINA: Directly after the checkpoint there are seven spiky blue circles; pass through all of these to warp. They speed you up each time, so you need to turn sharply.

ASTEROID CRUSHER: There are three stages that this boss goes through. The first has the front shield rotating around and firing at you, uncovering yellow triangles as it does. Shoot all of these and the shield blows off. Then it fires lightning beams at you from its centre; there's a yellow diamond here that needs to be shot. Aim your laser while it's recharging. Finally, the Asteroid Crusher turns around and fires twin rings of pinkness that fill the screen; start at the top of the screen and move down, or vice versa, to dodge them. Your final targets are the upper and lower triangles in the centre.



LYLAT WARS

FORTUNA

Medal conditions:
Wolf team eradicated,
50 hits

The easiest medal to get. This is the first fully 360 degree dogfighting level, and it eases you in gently with only a few bad guys... until the evil Star Wolf team appear. Radars and perimeter fences don't add to your hit score, but shooting them

you handy Silver Rings. Make sure you shoot down at least six ships before Star Wolf arrive, and then finish them off. Kill 'em all in time and you get to save the base and advance to Solar. If you fail to get them all, the base explodes and it's off to Sector X, plus they return to make your life a misery later on in the game..

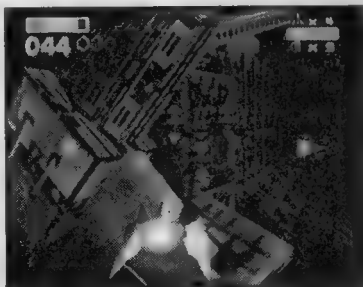
STAR WOLF TEAM: Your evil alter egos. The trick is shoot them before they scatter, while Star Wolf himself is nattering. Otherwise, when you've got any of them behind you, barrel roll to deflect shots and loop to come around behind them, so you can shoot them in the ass. Take too long in shooting them and you get less points.



SECTOR X

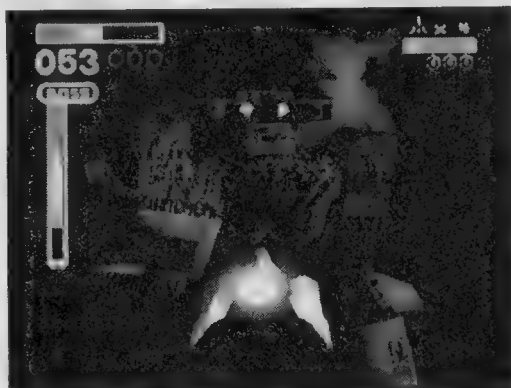
Medal conditions: 150 hits, Slippy saved

Homing shots often reveal inanimate bad guys hiding in the debris. There's a warp through the left-hand path by the three satellites, but head right if you're after a medal. Otherwise, just dodge the debris using braking/acceleration.



WARP TO SECTOR Z: At the aforementioned left-hand path, there are a number of gates that have to be shot open. If you've downgraded from Katina, Bill follows to help you. The gates take quite a few hits, so be sure to brake often.

SPYBORG: Spyborg's initial weak spot is his eyes when they're illuminated; dodge his flailing arms and keep on the move to avoid his energy pulses. Once you've 'killed' him, he appears to shut down. He reactivates though and shoots his arms at you, plus hurls metal sheets. Barrel roll left and right to dodge. Shoot him in the eyes again to really kill him. Unless you destroy him before this second cycle, Slippy tries to lend a hand, and gets knocked to the planet below (as a result, you go to Titania next). Otherwise, you go to Macbeth.



LYLAT WARS

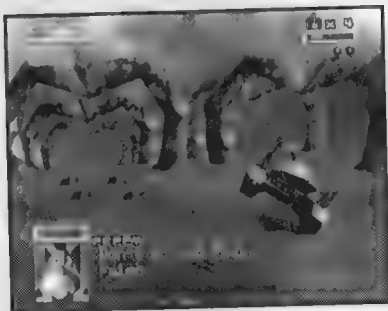


TITANIA

Medal conditions: 150 hits

Your first taste of the Landmaster tank. The pillars always fall the way you are heading, so fool them with a last-second barrel roll. Bombs and land mines can be disposed of with homing shots, and brake-and-fire to get three hits each for the huge crabs (shoot 'em in the belly). Homing shots also work a treat on the groups of flying squadrons.

GORAS: This boss is a hugely impressive sand-dwelling dragon. Shooting the exposed arms makes him rise, clutching Slippy in a claw. Barrel roll to avoid his lasers and ground hammers, and use Z+R to take you over his tail when he spins. Shoot the arms; when the third is destroyed, Slippy is then released, giving you access to the fourth. Once all these are gone, you have to hit the monster's exposed heart, in his ribcage. Sometimes it is covered by his head; roll to work around it. Be quick – his arms regenerate if you're too slow.



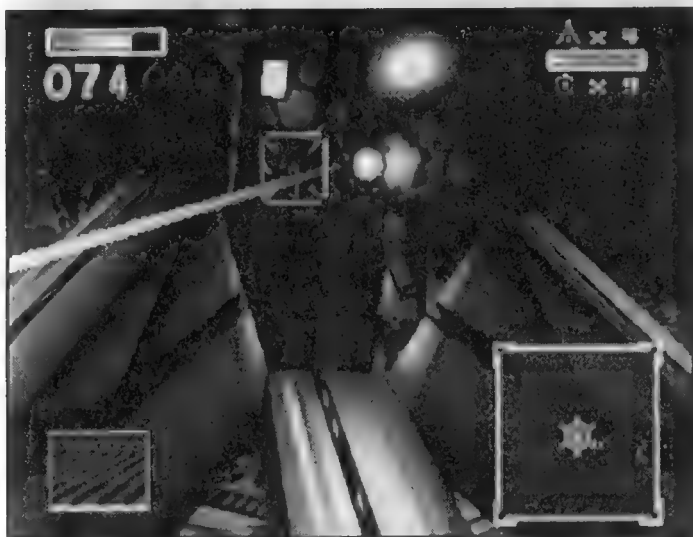
BOLSE

Medal conditions: 150 hits

You have to remove the forcefield before you can do anything here, because the base and all the ships are shielded. This is achieved by shooting the generator pylons.

The perimeter guns surrender Silver Rings when shot. The central core rises and must then be destroyed; shoot the yellow elements to do this (they're worth 10 hits if you get them early on). The best way to guarantee a medal here is to ensure that you came along the blue route, via Fortuna, hopefully having disposed of the Star Wolf team. Otherwise the team returns here to make your life a misery.

When the core is down to one element remaining, clear up any remaining perimeter guns and ships for extra points before finishing the level. Any power-ups you get from Rob appear just below the centre of your radar.



LYLAT WARS

SECTOR Y

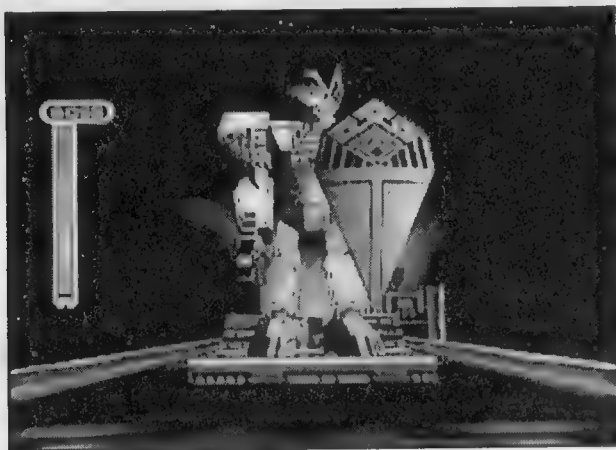
Medal conditions: 150 hits

The mobile suits here are a real pain; they can take plenty of hits and trap your homing sights while falling apart, but are only worth one hit apiece. Skirt around them and pick off the groups of blue drones instead. There are actually two separate

paths at the centre of the level, where you're forced to either dive under or climb over a sheer wall of a carrier. The upper route has hordes of blue drones, the lower has mobile suits. Get more than 100 points and you head off to Aquas. If not, it's time to go to Katina.



SHOGUNS: There are actually three bosses here; your first encounters are with the two weaker ones, who are easily disposed of. The Warlord, however, is a somewhat trickier proposition, because he's pretty agile. Get some distance between you and him for a shooting run. Once he's reduced to a one-third energy, he returns to the deck of the carrier, making him an easier target.



KATINA

Medal conditions: 150 hits,
Saucerer destroyed

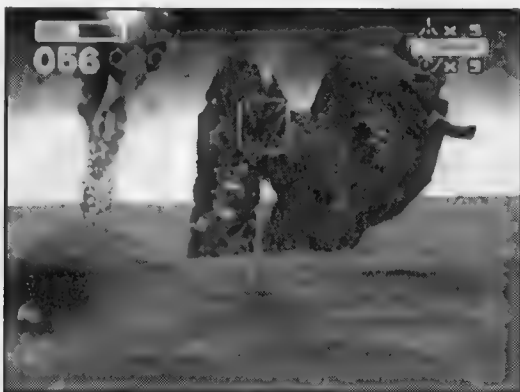
An utterly fantastic dogfight level. You meet Bill here; and be careful, because some of the ships are on your side (the triangular plane-types are good guys, the finned saucers villains). Following the flow of air traffic in an anti-clockwise circuit of the base gives you more grouped enemy opportunities. You have to fire rapidly and accurately to get this medal. As such, leave the hatches of the Saucer as long as you can, so there's a steady stream of reinforcements thickening the air. Protecting the base and destroying the saucer sends you on to Solar. You drop to Sector X otherwise.



SAUCERER: The huge *Independence Day*-style flying saucer. When Bill says: "The hatches are open!", make a brake-and-fire pass under the ship to blow them up. Each is worth five points. When Saucerer is directly over the pyramid, a conical core appears on the underside. You've got 60 seconds to blow it.



LYLAT WARS

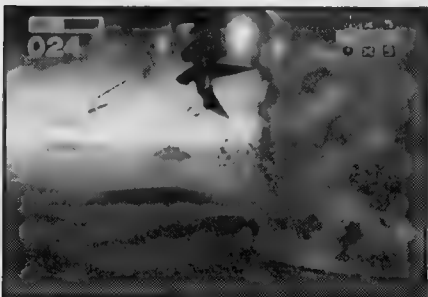


SOLAR

Medal conditions: 100 hits

The intense heat constantly drains your shields; shoot the crates to reveal Silver Rings, and flashing rocks contain Gold Rings or Laser Upgrades. The higher you fly, the less damage you take; watch out, also, for the huge lava waves. Bomb-destroyed dragons often surrender bombs themselves, and there are two moments when you're overwhelmed by a swarm. A well-placed bomb in the middle of them should ensure hits aplenty – manual detonation may be required.

VULCAN: Your first target should be this lava monster's arms; the left throws streams of fire, while the right raises tidal waves. Decide which one you'll find easier to dodge and destroy the other. Beware, though,



because his weeping wounds spurt lava, and he spins on the spot to get you with it. The rocks he chucks contain Silver Rings. To dodge his lava wave, simply stay in the top-left corner and boost forward to overshoot it. When his arms are gone, shoot his head to finish the job.

MACBETH

Medal conditions: 150 hits and all eight switches



If you've come from Zoness, Katt joins you, helping with switches four and five. Your primary target is the train, whose sections are easily blown (shoot the freight *and* the bogie); you can get half the medal requirements from the train itself. Use homing shots to clear the boulders. To get to Area 6 you have to shoot all the switches, which come on both sides of the track (stay central to spot them). You then come across a light-laden switch that must be shot; this veers the train into the sidings, where it crashes and burns spectacularly, earning you an extra 50 points.



MECHBETH: If you didn't get all the switches then you have to fight Mechbeth. The weak spots are the head and the tail, but it's usually easier and more effective to shoot the back of the train carriage when it opens, because this damages the kite as well.

LYLAT WARS

AQUAS

Medal conditions:
150 hits

You've got the Blue Marine sub here. To get the medal, don't let anything past you – brake and fire constantly. Your (unlimited) torpedoes automatically lock-on, as well as

illuminating the murk. Shoot and raid the clams for power-ups. The weakened columns also hold Gold Rings; the rocks that fall in the avalanche yield points too. Watch out for the Starfish; give them a wide berth because they explode with a radius that is near inescapable.



BACOCN: The three tubes on top that spawn sea-serpents can be destroyed for three hits apiece. Next, destroy the two tendons that connect Bacocons upper and lower shell; shoot them with a volley of laser fire until they flash colourfully, then blow them with a torpedo. Finally, you have to shoot the central eye with torpedoes (you need to blast through a fleshy shell every time). Ignore the bubble generators.

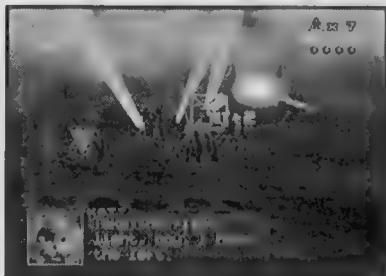


ZONESS

Medal conditions: 250 hits, searchlights destroyed

You can get to Sector Z by destroying all the searchlights; if they turn orange then you know you've missed one. Some are hidden behind rocks and floodgates (shoot the paddles to lower or raise them). Katt turns up to help you with a couple. They're also worth two hits apiece. Homing shot opportunities abound, because the baddies attack in groups (and they're the only way you can get the spinning prawns). Watch out for the huge sea serpent – he can't be killed.

SARUMARINE: This boss can only be hurt with bombs. Don't worry, though, because the cannonballs Sarumarine fires contain, variously, Bombs and Silver Rings. You need to shoot the smoke funnels first; once these are gone, go for the side hatches. They sink when got. Once you've blown one, however, Sarumarine tries to retrieve it with its crane. Bomb it heartily. Now just scupper his hull, minding the wrecking ball and plasma bursts.



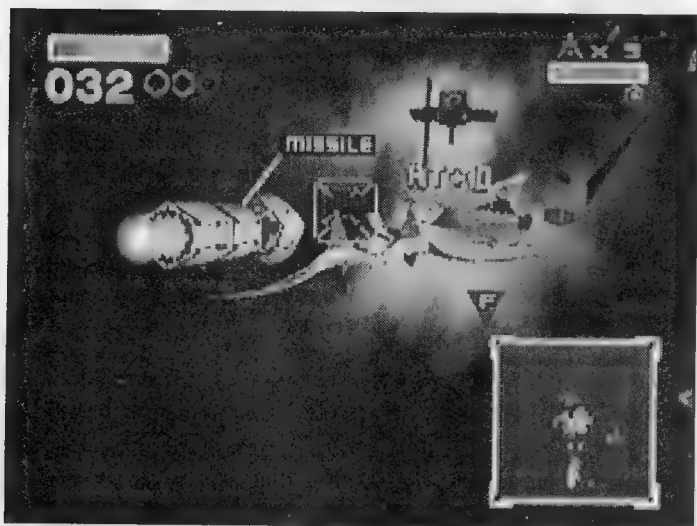
LYLAT WARS

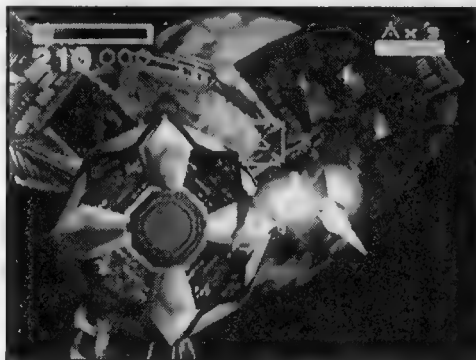
SECTOR Z

Medal conditions: 100 hits, Great Fox unharmed

Six missiles (in waves of one, two and three) are on a collision course with the Great Fox. Before they arrive, try to take out as many enemy ships as you can. If you're damaged, you can fly into the hatch on the back of the Fox for repairs.

If you came from Zoness, Katt turns up to help you progress. Be warned, though, because Katt and your wingmen attack the missiles (worth 10 points each) and may well rob you of points. The best way to deal with the missiles is to fly head on at them; if you didn't get them on the initial run, simply loop behind them and 'pop' several 'caps' in their 'asses', braking to stay behind. You really need to shoot a lot of ships to achieve that target, though. Save the Great Fox without a scratch and you head off to Area 6.





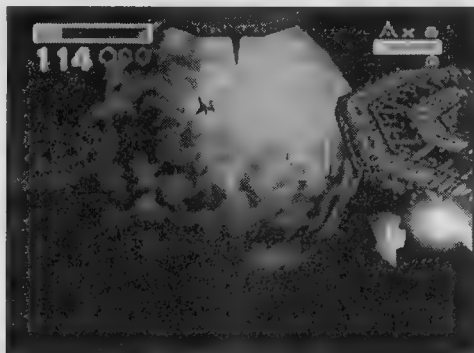
AREA 6

Medal conditions:
300 hits

You need hyper lasers to get such a score, and it's essential to loop and brake to finish off the larger targets. The 'spinning tops' are worth three hits each, and the

enormous battle cruisers are worth five by taking out their gun turrets and then the bridge section. The screwpoint missiles double back to get you, so blow them up early on.

GORGON: Every time Gorgon's shell opens, shoot all three pink energy balls orbiting the central lens. Missiles or drone ships are released when Gorgon vanishes. They don't get you any hits, but render Silver Rings. Shoot the tentacles whenever you can, because they curl back and punch out at you. Gorgon's final attack is a huge energy beam; you need to roll around the edge of the screen to avoid it. After that, it's just a case of blasting the central lens. Be warned, though, because you get hurt here.



LYLAT WARS

VENOM 1

Medal conditions:
200 hits

This is basically a huge shoot out, with swarms of enemy ships. It may well be worth using a Nova Bomb rather than a homing shot at some points, because it's possible to get 20-25 points

with a well-timed manual detonation. There are several routes available, the left-hand one contains the most enemies. There's a Gold Ring as well as a Laser Upgrade through the rock arches, where Falco goes. Train your guns at the points where the ships erupt; they all pass through the same point so you're guaranteed of many lovely hits.

GOLEMECH: Golemech triggers the stone pillars that shoot from the walls and floor by smashing the walls as he runs. Simply bank, swoop or climb with liberal use of the brake to negotiate them. Your aim is to shoot his rock skin off. When you're in the clear, go for harder targets, such as the extremities. Leave his back for hectic, pillar-filled moments. His head goes red when you've got everything. Destroy it and then fire indiscriminately at his now-metal body.



VENOM 2

Medal conditions: 200 hits

If you've come to Venom along the 'hard' route (via Area 6) then you have to face a new, improved Star Wolf team; cybernetically enhanced and sporting evil new ships. They're fast, tough and wily enough to barrel roll to escape any lock-ons, making your life rather difficult.

Each member of the team is worth 50 points, and it's essential to finish them off quickly because their worth drops to 30 points after a few minutes. They split up and pursue their appropriate counterpart (Andrew after Slippy, Pigma after Peppy, Leon after Falco and Star Wolf after you). If you've got the hang of dogfighting you should be alright; once again, loop to get behind them, or brake-and-fire so that they overshoot. Bank and barrel roll constantly to avoid enemy fire and catch your quarry – use banking and your brake for a really tight turning circle. The wolfen ships usually leave Silver or Golden Rings when they crash, so be sure to follow through for the sake of your shields.





ANDROSS (Fake – reached via Venom 1)

This is it, then, the big cheese, the scourge of the galaxy, Andross himself. Before you reach him, you fly through a tunnel criss-crossed with laser beams. You can roll sideways to avoid them, or simply shoot the generators on the wall for some extra last-ditch points. There are some power-ups dotted along the way, too.

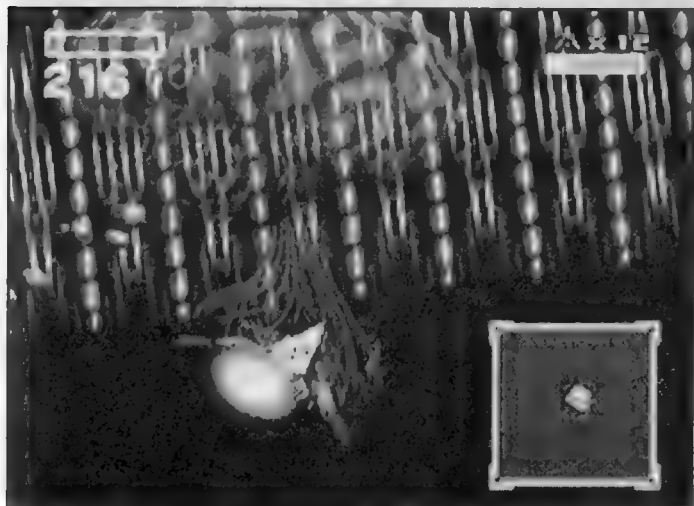
Andross himself is almost identical to his SNES *Starwing* counterpart. He's a huge monkey head with two disembodied hands. To reveal his weakspot, shoot him repeatedly in the eye; he raises a hand in pain, and the flashing target on the palm of the other hand can be fixed in your sights.

Until you destroy this hand, Andross fires lightning, Emperor-style, at you from his fingertips. Once both hands are gone, return to his eyes and blast away his face; underneath he's a robot. He charges at you head-on. Simply loose a Nova Bomb in his direction or fire indiscriminately to finish him off.

ANDROSS (Real – reached via Venom 2)

The route to Andross' lair is through multiple branching tunnels, all of which contain differing power-ups. First left, then every right gets you Laser Upgrades and Wing Repairs; right then left sees the rare 1-up icon, and every left gets lasers and bombs.

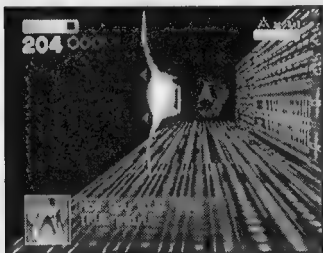
Deal with Andross in the same way as you would with his 'fake' incarnation. However, rather than uncovering a robot, Andross' real form is a disturbingly huge brain, replete with homing eyeballs (yikes!). It's with these that he tries to get you; they're attached via crackling nerves. You have to shoot the eyes first; they try to homing, but all you need to is somersault, roll turn and duck under/over to get 'em. Then you've got to blast his cortex – the greenish lower segment at the back of the brain. Mind the ganglia that dangle below Andross; they grab you and crush your wings off if you're not careful.



LYLAT WARS

ESCAPE FROM VENOM

If you've destroyed the fake Andross, that's it; you've 'finished' (in the loosest possible terms) the game.



If you managed to liberate the Lylat System from the real deal, however, there's the small matter of getting out of the lair which the dying Andross blows up. In a shock plot twist, Fox's dad (James McCloud, whom Andross supposedly killed five years ago) appears, to guide you out of the base. The route he selects is randomly chosen each time, so keep him in sight with judicious half-burst

boosts (you need to stay ahead of the following explosion anyway). Bank to turn the Arwing around the corners – hitting the walls not only damages you further, but slows you down enough for the flames of the detonating base to catch you. *Very Return of the Jedi.*

...and then?

Sit back and watch the end sequence and the credits. It's a mini-film in itself. And Fox's dad? He's nowhere to be seen...

If you completed the game by killing the fake Andross, as the last screen fades and Fox and company fly off into the sunset, you hear a mocking laugh and – what's this? – Andross' ugly simian visage appears briefly to remind you that he's not really dead. The fiend.

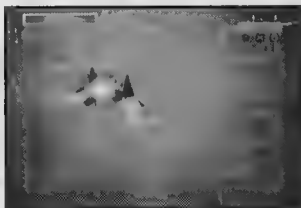
THE WARPS:

The two warps (at Meteo and Sector X) are like mini-levels in themselves, and are psychedelically, awfully pretty to boot, being, probably, what everyone in the sixties saw on a daily basis. There's lots of stuff that can be shot (the huge humbug-like asteroids mainly) for power-ups and things.

WIBBLING

You'll know by now that *Lylat Wars* contains hours of speech; in general, this works brilliantly, fleshing out the characters and aiding in no small way the air of spectacle and cinematic allusion, despite the sterile, leaden over-enunciation that the American actors seem to

favour for the good guys. The villains, conversely, get all the best lines and are acted wonderfully, from guttural stupidity of the bosses to Star Wolf's camp sneering and Leon's louche pomposity ("Annoying Bird! I am the great Leon!" Smashing). We digress, however. If you don't want the game's



secrets spoilt for you, you can change the language to 'Lylat' (it's gobbledegook), because you're always told what to do (for instance, Peppy tells you to: "shoot the eight switches" on Macbeth). Of course, if you want to find everything out for yourself, you'd be best off not reading this book. But if you're reading this then you probably already have done. Um. So, er, never mind.

MULTIPLAYER MODE

Although fairly simple and limited, the battle game (with four players) can be great fun, as you and your chums barrel roll to avoid lock ons, swoop around and generally blast each other to oblivion. It works best with the Landmaster, however, so there's definitely something to aim for there, medal fans. It's possible to mix n' match vehicles in the same game too, though you'd be mad to take on an Arwing or Landmaster with Slippy on foot.





And, that's not all. This month in the '+' bit of our Double Game Guide + we've gathered together the cream of our reader's tips. **N64** Magazine readers are the most dedicated gamers you could hope to find so their tips really are something special.

1. SUPER MARIO 64

After gaining 120 stars, get the wing cap as usual and then go back to the cannon. Aim at the central spire at maximum elevation, keep the control stick pulled back as you fly and you should land on the brown ledge above where you got your wing cap. You can now do one of two 'cool' things:

FALL THROUGH THE CASTLE

Above you, the front grey wall has a window on it. Run fast straight into the join where the two walls, to the right of this, meet. If it works, you'll fall through the wall and into a small gap behind the main doors.

GET TO THE VERY TOP OF THE CASTLE

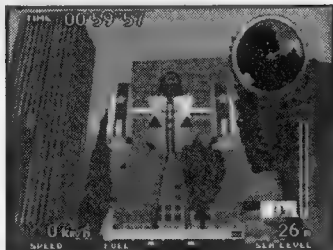
Wander around the ledge until you have the two darkest grey walls in front of you. Now crawl up up to the right-hand one and then, once you're onto the spire, you can walk right up to the highest bit of the castle, giving you a lovely view. Great, eh?

Mark Green, Cheltenham

2. PILOTWINGS

Driving in a Gyrocopter? Tish, that's child's play. Teleporting around the USA, now that's really something. There are two teleports, and they work both ways. In San Francisco, if you enter the green building using the left-hand door, you'll find yourself in New York. In Toronto, if you enter the hangar you'll find yourself exiting in Florida. Both teleports require you to use the Jet Pack, and they'll save you time and fuel travelling between cities. Cool, eh?

Jonathan Ashby, St. Neots



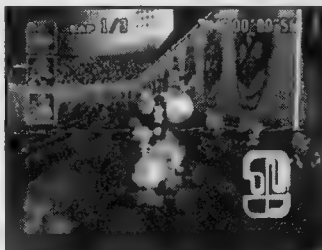
3. DOOM 64

I noticed from your review that you hadn't managed to find level 30 on *Doom 64*. To get here you need to play level 12 as normal, except when you come to the Blue Supercharge sphere and jump over to collect it, take a look at the map. You should see that the wall opposite you has a mysterious red line on it. If you run towards this wall (ie, jump) you'll find yourself in a secret room with a special level exit. This exit will take you to level 30 as well as powering-up your alien laser weapon to give you three-shot power.

Paul Kirby, St. Helens

4. MARIO KART 64

If you turbo start at the beginning of a race and drive right up to the character in front, press jump just prior to hitting them. You should land on their head. Quickly press jump again and you will be launched high into the air (sometimes to the top of the screen), landing back on the track



way ahead of the pack. You can do this trick during the race too – when you collect a turbo, do as above. This trick is ideal for some shortcuts, such as Wario Stadium, where you can clear the walls easily.

Robert McMahon, London

5. ISS64

When the opposition goalkeeper has the ball in his hands (after a weak shot), move your striker next to him. Now, when the keeper lets go of the ball and the camera is following it, hit A and B (shove) – you'll hear the keeper hit the floor if you've done it correctly – and you'll get away with a free foul, even with Carlos as referee. This tip will make your opponents bring on their useless reserve keeper, who will be much easier to score against!

Daniel Glenfield, Abingdon

6. ISS64

Run down the wing to the goal line and hold R and Left-C. You should put an amazing cross into the box, where you hold B and score a goal.

Mark Shear, Ilford

PLUS



7. GOLDENEYE 007

Attach a remote or proximity mine to an ammo box, some body armour or a weapon, then collect that item.

They'll both disappear, enabling you to still blow up the mine even though it's invisible. The item doesn't reappear until the mine is exploded. Handy, eh?

Vaughan Fletcher, Wellingborough

8. GOLDENEYE 007

Level 17: If you shoot the crates they will release ammo. However, one of the crates in the Main Console room (with the radio cunningly by all the explosive stuff) does something a bit different. It's the crate on the right as you enter the room, near the guard. Rather than releasing the ammo, shooting it releases another, smaller box. Shooting this releases another box, smaller again, and then an even smaller ickle one. Shoot this and it releases two computer screens (paradoxically bigger than the box). If you destroy these, you get two AR33 Assault Rifles, giving you one of the most powerful, versatile and handy gun combinations in the whole game!

Jon Davies, Wallingford

9. ISS64

Go to practice mode and choose Free training. Stand still on the spot with the ball at your feet and then press and hold Left-C. Your player will flick the ball up above his head and proceed to dazzle you with his ball skills, keeping the ball in the air using his head, shoulders, knees and feet.

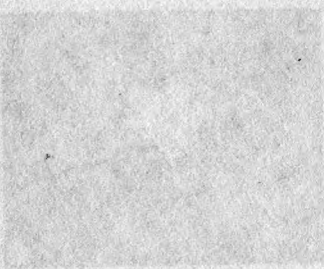
Danny Mundy, Bristol

10. SUPER MARIO 64

When you race Koopa the Quick, use the cannon behind you at the start to shoot yourself to the second cannon above. From here, shoot directly to the top. I have achieved a time of 29.4 seconds doing it this way.

Ian Millward by e-mail





THESE ARE THE
RESULTS OF THE
RESEARCHES OF THE
COMMISSIONERS OF THE
LAND OFFICE
AND THE
REVENUE DEPARTMENT
OF THE
GOVERNMENT OF
INDIA

THE LAND REVENUE ACT

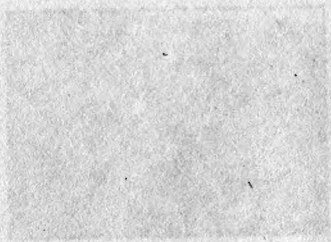
THE LAND REVENUE ACT, 1917, IS AN ACT TO AMEND THE LAND REVENUE ACTS IN FORCE IN INDIA AND TO PROVIDE FOR THE REGULATION OF THE LAND REVENUE IN INDIA.

SECTION 1

THIS ACT MAY BE CITED AS THE LAND REVENUE ACT, 1917.

SECTION 2

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